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21 Selecting the checkpoint interval in time warp simulation

Yi-Bing Lin, Bruno R. Preiss, Wayne M. Loucks, Edward D. Lazowska

 July 1993 **ACM SIGSIM Simulation Digest, Proceedings of the seventh workshop on Parallel and distributed simulation PADS '93**, Volume 23 Issue 1

Publisher: ACM Press

 Full text available: [pdf\(695.09 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In Time Warp parallel simulation, the state of each process must be saved (checkpointed) regularly in case a rollback is necessary. Although most existing Time Warp implementations checkpoint after every state transition, this is not necessary, and the checkpoint interval is in reality a tuning parameter of the simulation. Lin and Lazowska[6] proposed a model to derive the optimal checkpoint interval by assuming that the rollback behavior of Time Warp is not affected by the frequ ...

22 Strategic directions in simulation research (panel)

Ernest H. Page, David M. Nicol, Osman Balci, Richard M. Fujimoto, Paul A. Fishwick, Pierre L'Ecuyer, Roger Smith

 December 1999 **Proceedings of the 31st conference on Winter simulation: Simulation--a bridge to the future - Volume 2**

Publisher: ACM Press

 Full text available: [pdf\(90.73 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
23 Beyond speedup: PADS, the HLA and Web-based simulation

Ernest H. Page

 May 1999 **Proceedings of the thirteenth workshop on Parallel and distributed simulation**

Publisher: IEEE Computer Society

 Full text available: [pdf\(650.72 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
[Publisher Site](#)

This year's installment of the PADS "community assessment" looks at previous assessments and considers some current directions in distributed simulation and their possible relationship to PADS.

24 SPLASH: Stanford parallel applications for shared-memory

Jaswinder Pal Singh, Wolf-Dietrich Weber, Anoop Gupta
 March 1992 **ACM SIGARCH Computer Architecture News**, Volume 20 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(3.04 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

We present the Stanford Parallel Applications for Shared-Memory (SPLASH), a set of parallel applications for use in the design and evaluation of shared-memory multiprocessing systems. Our goal is to provide a suite of realistic applications that will serve as a well-documented and consistent basis for evaluation studies. We describe the applications currently in the suite in detail, discuss some of their important characteristics, and explore their behavior by running them on a real multiprocessor ...

25 Simulation-based scheduling: Dynamic scheduling I: simulation-based scheduling for dynamic discrete manufacturing 

Chin Soon Chong, Appa Iyer Sivakumar, Robert Gay

December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation**

Publisher: Winter Simulation Conference

Full text available:  [pdf\(345.48 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

A simulation-based real-time scheduling mechanism for dynamic discrete manufacturing is presented in this paper. Modified mean flow time performance for different scheduling approaches is compared through off-line simulation experiments, under dynamic manufacturing environments that are subjects to disturbances such as machine breakdowns. These experimental results are used as reference indices for the real-time scheduling mechanism to select the better scheduling approaches for further evaluation ...

26 Simulation study of a Hospital Emergency Command System 

Stephen A. Levine

December 1969 **Proceedings of the third conference on Applications of simulation**

Publisher: Winter Simulation Conference

Full text available:  [pdf\(1.22 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Hospitals vary greatly in organization, physical layout and size, staffing, and equipment. However, they share common problems when they attempt to respond effectively to the demands of clinical emergencies. This paper addresses the mathematical modeling, system analysis and design along with supportive statistical analyses utilized to define hospital response capabilities to the demands of clinical emergencies and to evaluate the potential benefit to be gained from an automated communication ...

27 The winter simulation conference: celebrating twenty-five years of progress 

 Robert C. Crain, Joseph M. Sussman, Thomas J. Schriber, James O. Henriksen, Stephen D. Roberts

December 1992 **Proceedings of the 24th conference on Winter simulation**

Publisher: ACM Press

Full text available:  [pdf\(3.37 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

28 Steady-state simulation of queueing processes: survey of problems and solutions 

 Krzysztof Pawlikowski

June 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(4.75 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

For years computer-based stochastic simulation has been a commonly used tool in the

performance evaluation of various systems. Unfortunately, the results of simulation studies quite often have little credibility, since they are presented without regard to their random nature and the need for proper statistical analysis of simulation output data. This paper discusses the main factors that can affect the accuracy of stochastic simulations designed to give insight into the steady-st ...

29 Effective cost modeling on the factory floor (panel session): taking simulation to the bottom line 

John S. Zuk, George B. Kleindorfer, Robert D. Moore, William B. Nordgren, Don T. Phillips
December 1990 **Proceedings of the 22nd conference on Winter simulation**

Publisher: IEEE Press

Full text available:  [pdf\(576.80 KB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)

30 Modeling methodology b: Network modeling and simulation: a motion environment for wireless communications systems simulations 

Nathan J. Smith, Trefor J. Delve

December 2002 **Proceedings of the 34th conference on Winter simulation: exploring new frontiers**

Publisher: Winter Simulation Conference

Full text available:  [pdf\(196.61 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

We describe the environment and motion systems used in a parallel, discrete event large scale wireless simulator. The simulator is capable of supporting user motion on multiple environment types (different types of streets, buildings etc.) and provides a unified and intuitive interface to users whilst being efficient for the systems that make use of it. This is achieved by making use of a hierarchical environment description. With this approach, users can provide different levels of detail as ...

31 Intelligent Manufacturing-Simulation Agents Tool (IMSAT) 

 Gajanana Nadoli, John E. Biegel

January 1993 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**,
Volume 3 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(1.72 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: hierarchical structure, knowledge-based simulation, manufacturing

32 Simulation-based scheduling: Semiconductor manufacturing: design, development and application of an object oriented simulation toolkit for real-time semiconductor manufacturing scheduling 

Chin Soon Chong, Appa Iyer Sivakumar, Robert Gay

December 2002 **Proceedings of the 34th conference on Winter simulation: exploring new frontiers**

Publisher: Winter Simulation Conference

Full text available:  [pdf\(199.74 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Real-time scheduling of semiconductor manufacturing operations, semiconductor test operations in particular, is complicated due to the following factors; multi-head resources, multi-level hardware dependency, temperature and hardware criteria, dynamic determination of processing time and indexing time, batch processing and re-entrant flow. A first-of-its-kind, object oriented (OO), discrete event simulation (DES) toolkit,

 pdf(489.66 KB)[full citation](#), [abstract](#), [references](#)

A number of modeling and simulation tools have been developed and more are being developed for emergency response applications. The available simulation tools are meant mostly for standalone use. Addressing an emergency incident requires addressing multiple interdependent aspects of the situation. The simulation tools addressing different aspects of an emergency situation need to be integrated to provide the whole picture to planners, trainers, and responders. A framework is required to ensur ...

38 [Introduction—discrete event simulation](#)  Philip HeidelbergerOctober 1990 **Communications of the ACM**, Volume 33 Issue 10**Publisher:** ACM PressFull text available:  pdf(829.44 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

This special section deals with the simulation of complex systems, such as computer, communications, and manufacturing systems—specifically focusing on stochastic discrete event simulation. Such systems are typically (but not always) modeled by a network of queues, in which jobs compete for the system's resources. For example, in an on-line computer database system, the jobs would represent transactions, and the system's resources would include processors, disks, main memory, data loc ...

39 [Programming languages and systems for prototyping concurrent applications](#)  Wilhelm HasselbringMarch 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 1**Publisher:** ACM PressFull text available:  pdf(559.78 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Concurrent programming is conceptually harder to undertake and to understand than sequential programming, because a programmer has to manage the coexistence and coordination of multiple concurrent activities. To alleviate this task several high-level approaches to concurrent programming have been developed. For some high-level programming approaches, prototyping for facilitating early evaluation of new ideas is a central goal. Prototyping is used to explore the ...

Keywords: concurrency, distribution, parallelism, rapid prototyping, very high-level languages

40 [Simulation for real-time decision making in manufacturing systems](#)  Paul Rogers, Rosalee J. GordonDecember 1993 **Proceedings of the 25th conference on Winter simulation****Publisher:** ACM PressFull text available:  pdf(831.20 KB) Additional Information: [full citation](#), [references](#), [citations](#)

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